SNS-PG-USA-1

EA SPORTS PRESENTS

PGA TOUR GOLF

PGA TOUR

INSTRUCTION BOOKLET

ELECTRONIC ARTS®

SUPER NINTENDO

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

PGA TOUR® Golf for the Super NES was developed by: (From left to right, seated): David Bunch, Brent Iverson, Cynthia Hamilton, Michael Kosaka, Carl May; (from left to right, standing): Eric Knopp, Paul Vernon.

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CONTROL SUMMARY

SUMMARY OF COMMANDS

ON THE FAIRWAY

Y	X	A	B
shows grid view when within 30 yards of hole	shot select	strike ball	overhead view/grid view

ON THE GREEN

Y	X	A	B
show grid view		putt ball	overhead view

GRID VIEW

Y	X	A	B
show/exit green grid view	centers aiming cursor	rotate grid counter-clock-wise 45°	reset aiming view

Press **RESET** to return to the **Game Set-Up** screen at any time during play.

START	SELECT	CONTROL PAD	FINGER TRIGGER
start options Press A to activate menu item	select options	Up/Down-change clubs L/R-move aiming cursor	change shot view (Ball-Cam/ normal)

START	SELECT	CONTROL PAD	FINGER TRIGGER
start options Press A to activate menu item	select options	Up/Down-change putt distance L/R-move aiming cursor	

START	SELECT	CONTROL PAD	FINGER TRIGGER
exit	control summary	Up/Down-scroll fwd/back on >16ft. putt L/R-move rotate grid	move aiming cursor on green grid

PLAYING PGA TOUR® GOLF

RUB SHOULDERS WITH THE BEST

Clubhouse at Eagle Trace

Welcome to PGA TOUR Golf, the one game that lets you compete against the TOUR's most formidable pros on some of the finest, most challenging golf courses in the world.

Just like your favorite TOUR players, you'll need to size up and execute special shots from a variety of lies, overcome the pressure of a win-it-all putt from the fringe, and defend your hard-earned reputation as a master of coordination, touch, and power.

Pick the right club, make the perfect swing and experience the thrill of holing-out on the famous 17th at the Tournament Players Club [TPC] at Sawgrass. Then try to blend your skill and discipline to tame the mountainous bunkers and undulating swales of the PGA West Stadium Course at La Quinta. Test your driving accuracy at Eagle Trace, where you're forced to negotiate an imposing system of canals. Or try to reach the notorious tiered green of the 13th at the TPC at Avenel with a middle iron, hitting through a driving cross-wind.

You're about to experience everything offered by the real game except the dirt from a divot and an unexpected cloudburst. If you're ready for great action, let's get to it.

LACE UP YOUR SPIKES: STARTING UP THE GAME

1. Turn OFF the power switch on your *Super Nintendo Entertainment System®*.

   WARNING: Never attempt to insert or remove a Game Pak when the power is ON.

2. Insert the Game Pak into the slot on the *Super Nintendo Entertainment System®*. Press firmly to lock the Game Pak in place.

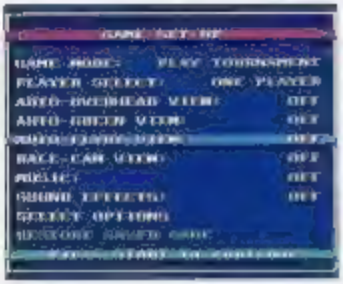
3. Turn ON the power switch.

   The EA SPORTS™ intro will begin.

4. The PGA TOUR Golf title screen appears.

If you'd rather watch a practice round now, great—press ***START*** *twice go to the* ***GAME SET-UP*** *screen. Press the left arrow on the Control Pad once to select the* ***DEMO*** *mode, then press* ***START****. Soon you'll see a quick demonstration of playing a hole on one of our great courses. You can quit the* ***DEMO*** *any time by pressing any button. You'll return to the* ***GAME SET-UP*** *screen, where all the action begins.*

GAME SET-UP



Game Set-Up Screen

You will need to use the **GAME SET-UP** screen every time you play **PGA TOUR GOLF**.

- Press control pad up/down to highlight options.
- Press control pad left/right to change modes and toggle options.

You can go to the **SELECT OPTIONS** screen from the **GAME SET-UP** screen to check the scorecard and the stats. (See p. 19 for description of **SELECT OPTIONS**.)

- Press control pad down to highlight **SELECT OPTIONS**.
- Press **A**.
- Press control pad down to highlight desired option.
- Press **A** to select option.
- Press **START** to return to the **SELECT OPTIONS** screen.
- Press **START** again to return to the **GAME SET-UP** screen.

- Press **START** to begin play in the game mode of your choice.

Next you will be asked to select from one of the four Tournament Players Club (TPC) courses presented in the game.

- Press control pad left/right to toggle through the courses.
- Press **START** to confirm your choice and move to the **PLAYER SELECT** screen.

Here you'll have to choose or create the player or players competing in the game.

Each player has a **locker**, identified by a name of no more than three characters or numbers.

- Press control pad left/right to select **NEW PLAYER**, **OLD PLAYER**, or **COMPUTER** and press **START** or **A**.
- Use the control pad to name **NEW PLAYER** or select existing **OLD PLAYER**.

CREATE NEW PLAYER

- Press control pad up/down to cycle through the characters. Choose from letters of the alphabet(upper and lower case), a blank space, and numbers 0-9.
- Press control pad left/right to edit 1st, 2nd, & 3rd character.
- Press **START** to confirm the name of the new player and continue.

The new player will be saved automatically for future use. PGA Tour Golf can save a maximum of sixteen players at a time. The computer player names (**HAP**, **RIF**, **BUZ**, **TEX**) are reserved and cannot be used or deleted. To delete a player, see below.

SELECT OLD PLAYER

- Press control pad down to the **LOCKER SELECT** line.
- When selecting an old player, press control pad left/right to scroll through the available lockers.
- Press **START** to select the player whose name appears on the line.

DELETE PLAYER

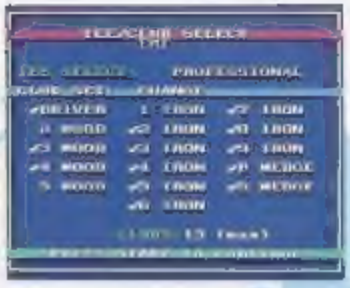
You cannot delete a player currently in use.

- Select **OLD PLAYER**.
- Press control pad left/right to select the player you wish to delete.
- Press control pad down to **DELETE PLAYER**.
- Press **A**.

The program will ask you if you're sure you want to delete that particular player.

- Press control pad left/right or up/down to toggle **YES/NO**.
- Press **A** to confirm your answer.

WARNING: *If you have saved a game and want to delete a player included in that game, be advised that the deletion of that player will result in the deletion of the saved game.*



Tee/club select screen

The **TEE/CLUB SELECT** screen will appear with the player's name at the top.

The tee select option is highlighted, except when in Tournament mode, where professional tees are required.

- Press control pad left/right to toggle tee options.
- Press control pad down to move to the club select option.

NOTE: *Professional tees are farther back than amateur tees, making the distance to the pin slightly longer.*

The **CLUB SET** option is automatically highlighted. A full set contains thirteen clubs, not including the putter. Your bag always contains a putter.

- Press control pad left/right to **CHANGE** if you want to change one or more of your clubs.
- Press control pad down the checked club you wish to remove from the set and press any button. The check mark next to the club will disappear, indicating that it has been removed from your bag.

- Press control pad up/down to the unchecked club you wish to add and press any button. A check mark will appear next to that club, indicating that it has been added to your bag.
- If you make a mistake or change your mind before you have finished setting up the game, simply press **SELECT** to return to the **GAME SET-UP** screen.
- After all the players have named their lockers and selected their clubs, press **START** to go to the golf course.
- Press **START** to go to the overhead view.
- Press **START** to go to the first tee.

Once you begin play, you can return to the **GAME SET-UP** screen only by pressing **RESET**.

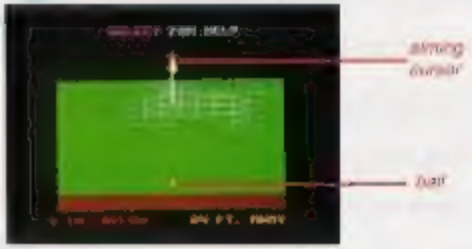
PRACTICE DRIVING–Go directly to the driving range.

- Only the **AUTO-OVERHEAD VIEW** and **BALL-CAM VIEW** options apply here.
- Only one player at a time can practice driving.
- All the clubs (except for the putter) are available for driving practice.
- Press control pad up/down to select club.
- Press **START** to return to the **GAME SET-UP** screen.

PRACTICE PUTTING - Go directly to the green of your choice.

- Press control pad left/right to choose desired course.
- Press control pad down to highlight **SELECT HOLE**
- Press control pad left/right to select hole.
- Press **START** to confirm choices and go directly to the green.
- Press **START** to return to the **GAME SET-UP** screen.

USING THE BALL-CAM



- When on or near the green, press **Y** to call up the green grid. **Each square on the grid represents a 2 ft. X 2 ft. area of the green.**

Use the green grid view to predict just how your ball will roll, or "break", when you putt it. The lines shaded white indicate a higher elevation than the lines shaded black, and the gray lines indicate the slope between the two. Keep in mind the ball's distance from the cup, its relative elevation with respect to the cup, as well as any peaks and/or valleys the ball will have to cross on its way to the cup. You will need to practice long and hard before you can make long putts consistently.

- Press **Y** to enter/exit the **GREEN GRID** view.
- Press SELECT to show the **GREEN GRID CONTROL DIAGRAM**.
- Press control pad left/right to move the grid clockwise/counter-clockwise.
- Press **A** to move the grid counter-clockwise 45° at a time.

If the ball is more than 16 feet from the pin, both the ball and the pin cannot appear together on the green grid. Instead of the ball, a 'B' appears in the direction of the ball. Instead of a the pin, or flag stick, a 'P' appears in the direction of the pin.

B = ball **P** = pin

U/D = Press control pad up/down

- Press control pad up/down to scroll fwd/back on the grid.
- Press **B** to return to the original (default) view.
- Press **X** to center your cursor.

You must use the default view to aim your putt.

- Move cursor with the finger triggers to aim putt.

TL/TR = "Trigger Left"/"Trigger Right"

IMPORTANT: *When you return to the golfing screen, the cross hairs remain precisely where you positioned the cursor on the green grid.*

- Press control pad up/down to change the maximum distance potential of your putter.
- Press control pad left/right to move the aiming cursor.

When you sink a practice putt, the program automatically places the ball in a new spot on the green, so you can putt on the same green for as long as you want without having to return to the **GAME SET-UP** screen.

- Press **START** to return to the **GAME SET-UP** screen.

PLAY ONE HOLE
If a certain hole is giving you trouble and you want to practice on it, or if you want to play a sudden death hole, you can go to any hole on any course.

Use the **GAME SET-UP** screen and all subsequent option screens described above. After the hole is completed, the **GAME SET-UP** screen reappears.

PLAY ONE ROUND
Play alone or with a group in non-tournament play on any course. There's no money on the line, so all options are available.

DEMO
Watch Rap, EASN's excellent golf pro, play a randomly chosen hole.

Wait for the demo to begin. If you press **START** *or any button the* **GAME SET-UP** *screen will reappear.*

TOURNAMENT PLAY
When you get good enough that you think you can play with the pros (which generally means averaging par or better over the long haul) you should enter a tournament and put your mettle to the test.

A tournament encompasses four full rounds (72 holes) on the same course. Sixty professional golfers, plus up to four players in your party, compete for hundreds of thousands of dollars in cash. You are required to use professional tees, and MULLIGANS ARE NOT ALLOWED.

- Select **TOURNAMENT PLAY** from the **GAME SET-UP** screen and choose any other options, then press **START**.

- Choose course, players, and clubs as previously instructed and press **START**.

The EA SPORTS announcers will introduce the tournament.

- Press **START** to cycle through the EA SPORTS announcers' comments until you see the leader board.

Press 'A' to skip the announcers' comments and move straight to the leader board.

- Press control pad up/down to scroll through the leader board one name at a time.

- Press **X/B** to scroll one full page at a time.

Current players are highlighted on the leaderboard in green.

MAKING THE CUT
Generally, if you shoot par you will make the cut.

At the end of the first round, the top forty-eight players, plus all those players tied for the lowest qualifying score, move on to the second round.

At the end of the second round, the top thirty-two players, plus all those tied for the lowest qualifying score, advance to the third round.

Often more than thirty-two players qualify for the third round. In such cases, the cut is reapplied at the end of the third round. Just as before, the top thirty-two players, plus all those tied for the lowest qualifying score, advance to the fourth round.

While there is obviously no cut after the fourth and final round, you can fail to finish "in the money", which to some feels worse than having been cut in one of the earlier rounds. It is in the fourth round that thousands, tens of thousands, and maybe even hundreds of thousands of dollars can ride on a single putt or chip.

Money is apportioned out according to score at the end of the fourth round.

GAME CONTROLS

PLAYING WITH TWO CONTROLLERS
When two or more human players are competing, you might want to use two controllers. Be aware that if both controllers are plugged into the SUPER NINTENDO ENTERTAINMENT SYSTEM, then both controllers are always active. This means that a player who is not "up" can change views, select options, or even take his or her opponent's turn. Be careful not to affect your opponent's turn. (Especially in tournament play, when no mulligans are allowed.

STRIKING THE BALL

To hit the ball, you need to press A (the Stroke button) three times.

The first press starts your backswing; the second ends the backswing and determines the power of your stroke; the third press strikes the ball and determines whether the shot hooks, slices, or travels straight.

- Press **A** to start your backswing.

The Power Bar quickly extends left from the Accuracy Point, indicating the growing strength of your backswing.

- Press **A** to stop your backswing.

Each club has a distance potential, which appears in a box to the left of the Stroke Bar. The percentages below the Bar indicate the percent of the total distance potential you want to use. When the Power Bar reaches the strength you want, press the Stroke Button to stop it. The Bar begins to shrink back toward the Accuracy Point, leaving a thin line that marks the spot where you stopped it.

- Press **A** to strike the ball.

To hit the ball straight, press the Stroke Button when the Power Bar returns to the Accuracy Point. If you stop the Bar exactly on the Accuracy point, you'll hit the ball straight. If you press the Stroke Button *before* the Bar reaches the Accuracy Point, the ball hooks to the left. If you press the Stroke Button *after* the Bar has moved beyond (to the right of) the Accuracy Point, the ball slices to the right.

NOTE: *Let's say you're at the tee and are ready to use your driver whose distance potential is 260 yards. If you press the Stroke Button (the second press) when the Power Bar is at 75%, your shot's calculated distance will be 195 yards (260 x 0.75 = 195). The actual distance of your stroke varies from the calculated distance depending on the wind, the type of terrain on which your ball lands, the lie of the ball, and your accuracy.*

OVERSWING

You can also let the Power Bar extend beyond 100% to give the stroke more power than you might be able to control.

- To hit the ball the maximum 110 % **you need not press A** to stop the backswing.

The Power Bar will reach the limit and begin the swing on its own.

If you miss the Accuracy Point after venturing into the Overswing Area, any hook or slice you impart to the ball will be amplified.

CHANGING CLUBS

- Press control pad up/down to change clubs.

Notice how the distance potential in the Stroke Bar changes as you change your club. When you're playing a round, your "caddy" will give you the club he thinks is appropriate for the shot, but the final choice is yours. If possible, choose a club with a distance potential that exceeds the distance to the pin, so you can maintain control of your stroke, particularly if you plan to intentionally hook or slice your shot.

*These are **total** distances, not aerial distances. If you try to carry a 4 wood (distance potential, 224 yards) over a water hazard 200 yards away, you probably ought to teach your ball how to swim. Remember, that these distance potentials assume a perfect lie, no wind, and a flat spot for the ball to land on so it can bounce and roll.*

Club Type	Range (Yards)
Driver	260
2 Wood	248
3 Wood	236
4 Wood	224
5 Wood	212
1 Iron	227
2 Iron	215
3 Iron	203
4 Iron	191
5 Iron	179
6 Iron	167
7 Iron	155
8 Iron	143
9 Iron	131
Pitching Wedge	119
Sand Wedge	100
Putter	5'—120 (feet)

BALL LIE
A bad ball lie can hamper both the distance and accuracy of your shot. For a full explanation of the ball lies, see p. 28 of the **Strategy Guide**.

SPECIAL SHOTS
There is more than one shot type (shoot, chip, punch, blast, putt) to choose from in most situations. See the **Strategy Guide** for in-depth descriptions of each shot-type.

The current shot-type appears beneath the Power Bar.

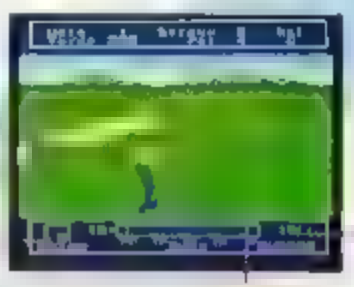
- Press **X** to cycle through the shot-types available to you in a given situation.

NOTE: *When you change your shot-type, your club and maximum distance potential will both change.*

WIND INDICATOR
The wind indicator points in the direction the wind is blowing, and the speed of the wind in miles per hour is shown beneath the arrow. The stronger the wind, the more it will move the ball in the direction the arrow is pointing. Also, the higher the shot, the more the wind will affect it. So when you're using the short irons and the pitching wedge, you should take extra care to compensate for the wind.

NOTE: *The direction and velocity of the wind do not change once you begin your swing.*

BALL LEVEL



accuracy point

Wind does not affect putts. When you're on the green, the wind indicator is replaced by a box showing the ball's level relative to the cup in inches.

[illegible]
Once you begin play, there are a variety of options you can choose to enhance the game, such as watching an instant replay, checking your statistics, taking a mulligan, etc.

- Press **SELECT** from the golfing screen or the **START OPTIONS** screen to go to the **SELECT OPTIONS** screen
- Items appearing in white are available to be selected
- Items appearing in green are not available to be selected
- Press control pad up/down to highlight available options
- Press **A** to select option
- Press **START** to return to the **SELECT OPTIONS** screen
- Press **START** when on the **SELECT OPTIONS** screen to return to the golf course

The scorecard shows the scores of all the current players by hole. The score for a birdie, eagle or albatross, double eagle, is shown in red. The score for a bogie, double bogie etc. is shown in grey. Pars are shown in white.

INSTANT REPLAY
To see a replay of the last shot taken, highlight this option and press **A**. If you make a shot spectacular enough to impress the EA SPORTS announcers Bing Gordon and Bob Zydek they will grant you an automatic instant replay.

LEADERBOARD
Available only in Tournament mode. The leaderboard shows who is leading, who is within striking distance, and who is bringing up the rear. A red T appears next to the names of players tied for a particular score.

TAKE A MULLIGAN
Taking a golf shot over is called "taking a Mulligan". You can take a Mulligan if you're so inclined, but not when you're playing in a tournament.

PICK UP BALL
You cannot score more than a twelve on any hole. Choose **PICK UP BALL** at any time to accept a twelve on a hole and move on to the next hole.

SAVE GAME
The program will store only one saved game at a time. If you have one saved already, the program will ask you if it is okay to erase the previously saved game.

- Press control pad left/right to toggle **YES/NO**
- Press **A** to confirm your answer

WARNING *When you delete a saved player, the current saved game will also be deleted if that player was included in that game.*

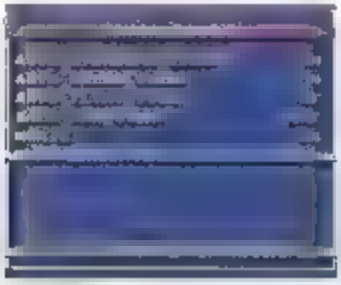
RESTORE SAVED GAME
Saved games are accessed on the **GAME SET-UP** screen, which is the first screen you see after the EA SPORTS/PGA TOUR introduction. To return to the **GAME SET-UP** screen before you begin play, press **SELECT**. To return to the **GAME SET-UP** screen after you've begun play, press the RESET button on your SUPER NINTENDO ENTERTAINMENT SYSTEM.

- Press control pad down to **RESTORE SAVED GAME**
- Press **A**

A message appears asking if it is ok to restore the saved game

- Press control pad left/right to toggle **YES** /**NO**
- Press **A** to confirm your answer and continue

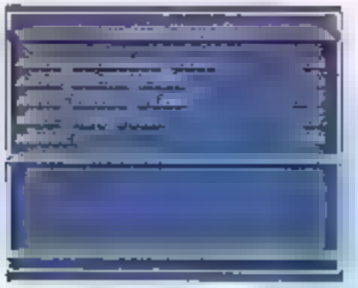
[redacted]



At any point during play you can change some of the options available on the **GAME SET-UP** screen. You might want to turn off the **AUTO-FLYBY VIEW** or the **SOUND EFFECTS**. As with the **CLUB SET**, wherever you change a **START OPTION**, it remains changed in all future games until you change it back

- Press **START** while on the golfing screen to go to the **START OPTIONS** screen
- Press control pad up/down to highlight options.
- Press control pad left/right to toggle options on and off
- Press **START** to resume your game
- Press **SELECT** if you want to go to the **SELECT OPTIONS** screen

START OPTIONS DURING PLAY



- Press and hold either trigger while swinging the club to switch camera angles (see Ball Cam View p 24 for that shot only. On the next shot the view will revert to the setting selected on the **START OPTIONS** screen
- Press **B** to show the **OVERHEAD VIEW**
- Press **Y** when on the green to show the green grid.

VIEWS

Auto-Overhead View calls up the Overhead view of each hole before each shot

The Overhead view screen displays the number of yards to the pin and describes the lie of the ball

The name of the current player appears on the top line of the screen

- Move the cursor on the screen to determine the distance from where your ball lies to any point on the hole

IMPORTANT: *Moving the cursor on this screen will not reposition the aiming arrow on the golfing screen.*

Auto-Green View calls up the green grid before each putt or shot within 30 yards of the cup

Auto-Flyby View - calls up the Flyby view of each hole before teeing off

One of our 10 featured PGA TOUR pros offers advice about each hole when in the Auto-Flyby View

Ball-Cam View - calls up a view from the perspective of the ball in flight. When you turn off the **BALL-CAM** the view reverts to normal in which your perspective switches half way through the flight on the ball from watching it move away from you to watching it approach. This reverse angle does not occur on short shots

STATISTICS—Leaderboard, Player Stats, Tournament Stats

- Press **SELECT** to go to the **SELECT OPTIONS** screen from the **START OPTIONS** screen
- Press control pad up/down to desired option
- Press **A** to select an option

The selected screen will appear

- On the **PLAYER STATS** screen press control pad left/right to select the player whose stats you want to see

- Press control pad up/down to scroll through the screen one line at a time
- Press **X /B** to scroll through the screen one page at a time

NOTE *If your **Average Score** is greater than 99.9 and/or your **Best 18** is greater than 99, the program calculates these averages correctly but displays them as 99.9 and 99 respectively*

The **TOURNAMENT STATS** screen works like the Player Stats screen

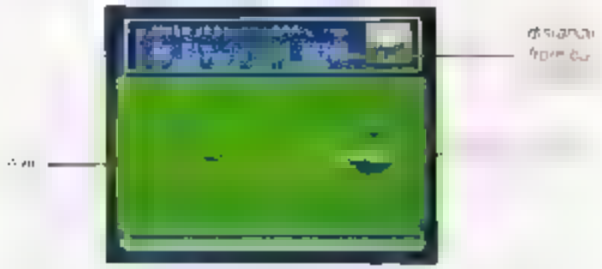
- To reset stats, press **SELECT + A**

The **TOURNAMENT RESULTS** option shows the [illegible] all players after every round and the [illegible] of the [illegible] round. Players shown in red have been cut from the field

- Press **START** to resume play

STRATEGY GUIDE

PLAY PGA TOUR Golf like a Pro— Take Your Best Shot!



The 11th at Sawgrass

In this Strategy Guide we outline how to play through most of the situations you'll confront while you play the challenging courses in PGA TOUR Golf. We chose the nasty 529 yard par 5 11th hole from the Tournament Players Club at Sawgrass because it includes every element that a TOUR pro must consider during a complete tournament round. In THE PLAYERS CHAMPIONSHIP played every year at Sawgrass, the treacherous 11th has demolished the dreams of more than one tournament hopeful. With practice, skill, and judgement you can avoid this fate.

Off the Tee

Like all the great pros, you should strive for consistency and good placement off the tee. If you hit like a gorilla but can't control the ball, you'll find yourself in trouble on most of your second shots. Keep in mind that all the TPC courses are designed to penalize risky shots that turn out badly. Watch the aerial flybys for important club selection and ball location comments from our 10 featured PGA TOUR pros. They have already learned the rule that it is better to be 20 yards shorter and in the fairway than to be in the rough (or worse).

How Far Can You Hit It—Club Distance Potential

The distance potential listed to the left of the Stroke Bar defines an AVERAGE shot hit at 100% power with no wind, and includes the ball's flight in the air PLUS roll. Remember this when you're about to hit over a sand trap or water hazard. When you have a choice between two clubs, always choose the longer one. You'll land where you wanted to be more often if you use this rule throughout your play.

Overswing—Risk vs. Reward

The area to the left of the 100% Power mark on the Stroke Bar is reserved for what we call "overswing." The farther you let the Power Bar go into this area the farther you will be able to hit the ball. But, as with all good things, there's a price to pay. If you don't hit the shot perfectly (that is, smack the ball precisely at the Accuracy Point), the ball can and most likely will react erratically because you aren't in total control of your swing. Remember: The greater the deviation at the top or bottom of the swing, the more unpredictable the outcome of the shot.

Stroke Bar

A word for the prudent player

Do not stray into the Overswing area if you're trying to hook (draw) or slice (fade) your shot. Overswing, by definition, eliminates reliability even when you're playing the ball straight! It will make your intended hook or slice wildly unpredictable.

Toyed with by the Elements

While your ball is traveling through the air, wind can alter its flight. Adjust your aim to compensate for the direction and strength of the wind. CHECK THE WIND INDICATOR! It works better than (than throwing some grass in the air). The stronger the wind, the larger an adjustment you should make. The Driving Range is the place to practice adjusting for the wind. Luckily, after you hit, the wind direction remains constant.

PLAYING YOUR SECOND SHOT

Horrible Lies

No, we're not talking about your IRS returns. We mean ball lies. Let's say you hit your drive on the money. Terrific, but where did it land? You've got to check your ball lie. Other than distance to the hole (which PGA TOUR Golf's automated club selection helps you with), a TOUR pro worries the most about his ball lie. That is, how is the ball sitting on the grass or in the sand? Ball Lie is so important because it affects the amount of backspin you can impart to the ball, how far each club can hit the ball, and how the ball reacts to an imperfect swing (overswing, hook, and slice). The worse your ball lie is, the less backspin you can impart to the ball, and the more potentially disastrous the result of an imperfect swing. The following is a list, from best to worst, of all possible ball lies in the game:

1. Teed up
2. Perfect lie on Fairway/On Fringe (of green)
3. Ok lie on Fairway
4. Good lie in Light Rough
5. Good lie in Sand Trap
6. Bad lie in Light Rough
7. Good lie in Heavy Rough
6. Buried in Sand Trap
7. Bad lie in Heavy Rough

You can press B to see the lie of your ball anywhere on the hole.

On the Beach—How To Play Out Of A Fairway Sand Trap

If your ball isn't buried in the trap you can hit all of your irons between 50 and 90 percent of their distance potential. When you're in trouble, resist the temptation to try a spectacular saving shot and concentrate on getting your ball back into play (on the fairway or green). Play conservatively out of the sand and you'll save a lot of pars. If your ball is buried in the sand it's risky to hit any club longer than a 4 iron.

When you're in the sand, you can press B to see the lie of your ball.

The Punch Shot

When you're half-buried in the rough or buried in the sand, select **Special Shots** from the Options menu and choose Punch Shot. Use the punch shot to just get the ball back to the fairway from whatever trouble your ball may have found. The distance the ball will travel is shorter than if you took a full swing at the ball, but you're not likely to flub or whiff the shot or shank it and have it sail wildly off your clubface.

Go For The Green In Two?—Only for the Brave

On this hole you would have to hit a very big drive (300 yards or more) and then cross an ocean of sand to have a reasonable chance of reaching the green in two. Remember that the distance potential listed next to the Stroke Bar is the amount the current club will go for the avg PLAYER. If you are 240 yards away from the pin and try to hit a 3 wood to the green, your ball will skip off the back of the green. Whenever you hit the green with a wood or a long iron, the ball will skip off the green. A better strategy would be to either a take less than a full swing with the 3 wood and try to bounce it onto the green, or by hitting a long iron with overswing and try to fly the ball to the green via the overswing. The safest play on this hole is to lay up short of the green and get set up for your third shot, the approach.

Approaching the Green

Check Your Ball Lie — The importance of your Ball Lie cannot be overemphasized. You should check it out before almost every shot you hit! Remember, simply press B.

As mentioned above, if you hit the green on the fly with a wood or a long iron, the ball will skip right off the green. If you hit the green on the fly with a middle iron, the ball will likely bite or roll slowly with the break of the green. Hitting the green on the fly with a short iron will cause the ball the bite and roll back. When the ball bounces onto the green from the fairway or the fringe, it

will not exhibit any backspin. Choosing your club on your approach to the green is of paramount importance if you want to score well

The Chip Shot
If you are close to the green or on the fringe this is the perfect time to use your Chip Shot. Press X to change shot type! This shot will not fly very far in the air. The strategy of the shot is to fly the ball just on to the green and hope it rolls the rest of the way to the hole. If you choose to use the Chip Shot you should look at the Grid View of the green to read the contours of the green between you and the hole. The moment your ball hits the green it will react to these contours. IMPORTANT! It is not advisable to use the Chip Shot out of the following lies:

Bad lie in Light Rough
Good lie Sand Trap
Buried in Sand Trap
Good lie in Heavy Rough
Bad lie in Heavy Rough

Playing To The Green From A Bunker
Ball lie in the bunker is critical. The *more* deeply your ball is buried in the sand, the *more* it will roll when it hits the green. Bad lies in the sand tend to make the ball release a lot more than good lies. Remember this when you're thinking about how hard to swing at a sand shot. If you are playing your shot out of a trap beside the green, look at the Grid view of the green to see its contours. The ball will be affected by these contours the moment your ball hits the green.

Backspin—How To Use It
The ability to control the ball with backspin is one of the skills that separates the pros from most of the rest of us. Still, it's never too late to learn, and if you want to play on the TOUR, it's a necessity. So take a lesson in hitting with backspin.

Since any ball you hit with the shorter irons will roll backwards after bouncing on the green (if your shot hits the green on the fly), it is important to know how far you should try to hit shots

with these clubs onto the green. Instead of trying to go exactly to the pin, it's probably better to hit the ball just past the hole and rely on the backspin to roll the ball back close to the hole.

IMPORTANT: Be very careful in using this strategy if the pin is placed at the back of the green. Check the pin placement with the Overhead View if you can't remember where the pin is). Your shot might fly exactly the distance you wanted, but land on the fringe (or worse). If it does land off the green it will NOT roll back toward the hole (surfaces other than the green remove the backspin from the ball).

You must remember that the distance indicated in the Info box shows the distance to the pin, not simply distance to the green.

Fringe Putting
If you land on the fringe of the green, PGA TOUR Golf assumes that you want to putt from this fringe and auto selects your putter. Sometimes the hole will be too far away to putt and you might want to chip the ball. If you choose a different club for this shot and then change your mind, press X to change shot type.

Make sure you take a look at the Green Grid prior to taking your fringe putt. The fringe is not as low cut or smooth as the green so you'll have to putt the ball a little harder. The more fringe between you and the green, the more over the listed distance you'll need to hit your putt. Don't short arm your putt.

Tips On Putting
Ok, you made it to the green in good shape. Unfortunately for a lot of us, this is when the heartache begins. The number of things that can go wrong in such a small place is beyond belief. As experienced hackers, we believe we can get down in two. At least we hope so. We pray!

Putting and the Stroke Bar
Make sure that the distance your ball needs to travel to get to the hole (shown in the Info Box) is encompassed by the distance at the end of the Stroke Bar. Change the distance potential so that you can hit most of your putts near the 100% mark. You can change the distance potential of your putter by pressing up or down on the control pad.

The 5-foot putt is not a Gimme—even to the Pros!
If the computer selects the 5-foot distance potential for your putt, the contours on Grid View should not come into play unless the slope is very severe. Hit your putt as close to the 100% mark as possible regardless of the distance between you and the hole. You'll make more short putts, and minimize frustration, if you go for the hole.

However, if you notice you are lipping a lot of your putts, it means your aim is good, but you are hitting the ball too hard. Try to back off the power bar a little bit and your ball will fall into the hole more often.

Practice Makes Perfect
No one can just walk out on the PGA TOUR and putt as well as the best in the world. Use the Putting Green(s) on all the courses to familiarize yourself with how to read the Grid View as well as how hard to hit your putts given their distance and topography.

Good luck, and happy golfing!

PGA TOUR® Golf GUIDE

COURSES and TOURNAMENTS in PGA TOUR Golf

THE PLAYERS CHAMPIONSHIP — Tournament Players Club [TPC] at Sawgrass, Ponte Vedra, Florida

When the PGA TOUR went looking for a permanent site for THE PLAYERS Championship, TOUR officials saw beauty and greatness in a lush tropical setting near Ponte Vedra.

The designer for this first "Stadium" course was the notorious Pete Dye. His mission was to build a course that would challenge the players and provide lots of spectator amenities, including unobstructed views of the golfing action. Dye succeeded admirably! Three of the first nine holes are ranked among the 100 hardest holes in the USA. The pressure-packed precision required by almost every shot is offset perfectly by the spacious serenity of the course. And from well-positioned mounds and amphitheaters, the fans can see it all!

No detail was overlooked at Sawgrass. The 6,857 yards of the course are beautifully integrated into the natural terrain rather than being imposed on it. And the challenging combination of narrow fairways, extensive water hazards, and wide sand bunkers make the course a perfect location for THE PLAYERS Championship.

Every year this tournament gathers the 144 best PGA TOUR professionals to pit their skills against the course, and golfing fans around the world have been thrilled by their outstanding performances. Among the most memorable feats were Fred Couples' astonishing 64 (8 under) in the first round of the 1984 tournament and Mark McCumber's incredible record-setting victory round of 273 in 1988.

KEMPER OPEN

Tournament Players Club [TPC] at Avenel, Potomac, MD

In typical TPC fashion, the layout of the course at Avenel, with its natural amphitheaters and sculpted mounds, offers spectators unobstructed views of all the golfing action. The mixed topography of the rolling Maryland countryside requires a player to take a substantial number of risks to win. Like all great courses, Avenel demands good shots, and penalizes poor ones.

Avenel is the home of the Kemper Open, the oldest continuously corporate-sponsored golf tournament on the PGA TOUR. Since its inception, the tournament has given Kemper the opportunity to donate more than one million dollars to local and national charities.

The course itself is a wonder of diversified design. At almost 7,000 yards in length, the successful player needs to control every club in the bag to score well consistently. Elevated tees, a variety of doglegs, tiered greens, rock runs, and water hazards contribute to the course's exciting character. The scenic and demanding 9th hole is typical of Avenel: It's not long, but the elevated tee complicates the player's perspective. Ponds guard the front and right side of the green; a bunker looms on the left. In short, the course is a great shotmaker's paradise.

TPC PGA WEST

Stadium Course at La Quinta, California

The TPC Stadium Course at La Quinta is the current site of The Skins Game. The USGA rates it as one of the 100 greatest golf courses in the world. That means it's beautiful—and tough. In fact, faint-hearted hackers simply expire here. A dizzying collection of valleys, swales, mounds, cavernous bunkers, and merciless water hazards give a case of the shakes to even the most courageous players.

Course designer Pete Dye has created fairways that are thin ribbons of undulating turf. Unforgiving sand, pot hole, and fairway bunkers make every shot an adventure. Most greens are hidden and conspiratorial. Like all great courses, it demands your best shot every time you address the ball. If you try to play safe, you'll get burned.

Each hole is descriptively named, and the pros know these aren't jokes. The signature bunkers of the San Andreas Fault (16) and Eternity (11) are duffers' nightmares. Amen (6), ranked among the 18 toughest pars in the USA, is thought by some to be the hardest hole on the planet.

Eagle Trace at Coral Springs, Florida

Home of the prestigious Honda Classic, the course at Eagle Trace was the second of the Tournament Players Clubs built specifically for the PGA Tour. Art Hills designed the course in 1984, hauling in millions of cubic yards of dirt to sculpt the many hills and amphitheaters enclosing several of the greens. With its elegant clubhouse mansion, his intent was to create the colonial feel of northern clubs; but the course itself is modelled more along the lines of the famed Muirfield links in Scotland.

The front nine describe a clockwise circle, and the back nine run counter-clockwise, so that skilled players are often forced to change their long shots from a fade to a draw midway through a round. But unlike the Scottish course, where "bump

and run" is the recommended style of play, Eagle Trace demands greater accuracy and caution. A system of canals weaves through 16 of the 18 holes, making precise short-iron shots essential. And if this isn't enough to daunt the steadiest of golfers, many holes are bounded by tracts of untended scrub and sand called "waste bunkers".

The par 3s tend to give golfers the most trouble on this unpredictable course, particularly the 7th and the 17th. The 7th requires a tee shot almost completely over water, with bunkers to the back of the green. Miss the green and par becomes a problem. The 17th is even more hazardous, with water to the front and back of the green, and two imposing bunkers. Only the very best, or the incredibly lucky, lower their scores on these two holes.

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